WEST Search History

DATE: Monday, April 14, 2003

Set Name	Query	Hit Count	Set Name
side by side			result set

DB=USPT; PLUR=YES; OP=OR

Set Name	Query	Hit Count	Set Name
L8	multi-resolution and graph and traverse and pipeline	14	L8
L7	retained-mode	4	L7
L6	retained-mode same graphic same application	1	L6
L5	level adj detail and retained-mode and pipeline	1	L5
L4	retained-mode and traverse and pipeline	3	L4
L3	retained-mode and traverse and pipeline and OpenGL	0	L3
L2	peercy-mark-$.inv.	5	L2
L1	retained-mode same graphic same (pipeline or API or application adj program adj interface)	1	L1

END OF SEARCH HISTORY

WEST Search History

DATE: Monday, April 14, 2003

Set Name side by side	Query	Hit Count	Set Name result set
	DB=USPT; PLUR=YES; OP=OR		
L16	L15 and bump and reflective and map	2	L16
L15	l10 and shading adj algorithm	20	L15
L14	l10 and shading and bump and reflective adj map	0	L14
L13	l10 and shading adj algorithm and bump adj map and reflective adj map	0	L13
L12	L10 and scene adj graph and traverse and pipeline and hardware and level near detail	3	L12
L11	L10 and scene adj graph and traverse	9	L11
L10	345/420, ((440/)!.CCLS.)	1109	L10
L9	retain$ adj mode$ and graph adj scene and traverse and pipeline and hardware and detail and level	0	L9
L8	retain$ adj mod$ and graph adj scene and traverse and pipeline and hardware and map and shad$ and level	0	L8
L7	retained-mode and traverse and graph and pipeline	3	L7
L6	retained-mode near traverse and graph and pipeline	0	L6
L5	L2 and level near scene	0	L5
L4	L2 and level near dettail	0	L4
L3	L2 and level adj dettail	0	L3
L2	scene adj graph and traverse and graphic adj pipeline	10	L2
L1	scene adj graph and traverse near graphic adj pipeline	0	L1

END OF SEARCH HISTORY

WEST Search History

DATE: Monday, April 14, 2003

Set Name	Query	Hit Count	Set Name
side by side			result set
	DB=USPT; PLUR=YES; OP=OR		
L18	traverse and pipeline and retain$ adj mod$	5	L18
L17	l10 and traverse and retain and pipeline	9	L17
L16	L15 and bump and reflective and map	2	L16
L15	l10 and shading adj algorithm	20	L15
L14	l10 and shading and bump and reflective adj map	0	L14
L13	l10 and shading adj algorithm and bump adj map and reflective adj map	0	L13
L12	L10 and scene adj graph and traverse and pipeline and hardware and level near detail	3	L12
L11	L10 and scene adj graph and traverse	9	L11
L10	345/420, ((440/)!.CCLS.)	1109	L10
L9	retain$ adj mode$ and graph adj scene and traverse and pipeline and hardware and detail and level	0	L9
L8	retain$ adj mod$ and graph adj scene and traverse and pipeline and hardware and map and shad$ and level	0	L8
L7	retained-mode and traverse and graph and pipeline	3	L7
L6	retained-mode near traverse and graph and pipeline	0	L6
L5	L2 and level near scene	0	L5
L4	L2 and level near dettail	0	L4
L3	L2 and level adj dettail	0	L3
L2	scene adj graph and traverse and graphic adj pipeline	10	L2
L1	scene adj graph and traverse near graphic adj pipeline	0	L1

END OF SEARCH HISTORY